

CLAIMS

The invention is hereby claimed as follows:

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1. A gaming device comprising:
- a controller;
- a display device connected to said controller;
- a plurality of symbols displayed on said display device in each round;
- 10 a plurality of rounds provided by said controller;
- means connected to said controller for enabling a player to select one of said symbols;
- said controller having means for assigning an item to at least one of said symbols in each round; and
- 15 an award provided to said player in each round if said player selects a symbol having said assigned item in said round.
2. The gaming device of Claim 1, wherein said assigning means assigns an item to a plurality of symbols in each round.
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3. The gaming device of Claim 1, wherein said assigning means includes a table of randomly selectable items.

4. The gaming device of Claim 1, wherein said assigning means includes a table of randomly selectable items, and wherein at least one item is adapted to be randomly selected more often than at least one other
5 item.

5. The gaming device of Claim 1, which includes a table of numbers, a plurality of said numbers designating player selections wherein said item is assigned to a percentage of symbols of said group.
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6. The gaming device of Claim 1, which includes a table of numbers, a plurality of said numbers designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of said table is adapted to be randomly selected more often
15 than at least one other number of said table.

7. The gaming device of Claim 1, which includes a plurality of tables of numbers, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a
20 round.

8. The gaming device of Claim 1, which includes a plurality of tables of numbers, a plurality of said numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of a table is adapted to be
5 randomly selected more often than at least one other number of said table.

9. The gaming device of Claim 1, which includes a quantity of tables of numbers equaling the quantity of symbols in a round, a plurality of said
10 numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round.

10. The gaming device of Claim 1, which includes a quantity of tables of numbers equaling the quantity of symbols in a round, a plurality of said
15 numbers of each table designating player selections wherein said item is assigned to a percentage of symbols in a round, and wherein at least one number of a table is adapted to be randomly selected more often than at least one other number of said table.

20 11. The gaming device of Claim 1, which includes a table of randomly selectable prizes.

12. The gaming device of Claim 1, which includes a table of randomly selectable prizes, and wherein at least one prize is adapted to be randomly selected more often than at least one other prize.

5 13. A method for operating a gaming device, said method comprising the steps of:

- 10
- (a) displaying a plurality of symbols on a display device of said gaming device;
 - (b) assigning an item to at least one of said symbols;
 - (c) selecting a prize;
 - (d) enabling a player to select a symbol;
 - (e) providing said prize to said player if said player chooses a symbol having said assigned item; and
 - (f) repeating steps (a) to (e) in a plurality of rounds.
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14. The method of Claim 13, which includes the step of selecting a number of player selections, said number defining a percentage of symbols in a round.

20 15. The method of Claim 13, which includes the step of selecting a number of player selections from a table having a plurality of different

selection numbers, wherein said table is associated with a percentage of symbols in a round.

16. The method of Claim 13, which includes the step of selecting a number of player selections from a table having a plurality of different selection numbers, wherein said selected number is adapted to be selected more often than a different number of said table, and wherein said table is associated with a percentage of symbols in a round.

17. The method of Claim 13, which includes the step of selecting a plurality of numbers of player selections, wherein each selected number is associated with a different percentage of symbols in a round.

18. The method of Claim 13, which includes the step of selecting a plurality of numbers of player selections, each selected number belonging to a table of numbers, and wherein each table is associated with a different percentage of symbols in a round.

19. The method of Claim 13, which includes the step of selecting a plurality of numbers of player selections, each selected number belonging to a table of numbers, wherein at least one selected number of a weighted table is adapted to be selected more often than a different number of said

weighted table, and wherein each table is associated with a different percentage of symbols in a round.

20. The method of Claim 13, which includes the step of repeating steps
5 (a) through (e) until said player selects a number of times equal to a selected number, said selected number being associated with a percentage of symbols in a round.

21. The method of Claim 13, which includes the step of repeating steps
10 (a) through (e) until said player selects a number of times equal to a sum of a plurality of selected numbers, said selected numbers each being associated with a different percentage of symbols in a round.

22. The method of Claim 13, which includes the step of revealing that a
15 symbol has an assigned item when said player selects a symbol having said assigned item.

23. The method of Claim 13, which includes the step of revealing that
all symbols having an assigned item indeed have said assigned item when
20 said player selects a symbol not having an assigned item.

SUBS

24. A method for operating a gaming device, said method comprising the steps of:
- (a) displaying a group of symbols on a display device of said gaming device;
 - (b) assigning an item to a percentage of symbols of said group;
 - (c) selecting a number of player selections for said percentage; and
 - (d) enabling said player to select said number of selections.
25. The method of Claim 24, which includes the step of selecting a prize.
26. The method of Claim 24, which includes the step providing said prize to said player if said player chooses a symbol having an assigned item.
27. The method of Claim 24, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

28. The method of Claim 24, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.

5 29. A method for operating a gaming device, said method comprising the steps of:

(a) displaying a group of symbols on a display device of said gaming device;

10 (b) assigning an item to a first percentage of symbols of said group;

(c) assigning an item to a second percentage of symbols of said group;

(d) selecting a first number of player selections of said first percentage;

15 (e) selecting a second number of player selections of said second percentage;

(f) adding said first number and said second number; and

(g) enabling said player to select said added number of times.

20 30. The method of Claim 29, which includes the step of selecting a prize.

31. The method of Claim 29, which includes the step providing said prize to said player if said player chooses a symbol having an assigned item.

5 32. The method of Claim 29, which includes the step of revealing that a symbol has an assigned item when said player selects a symbol having said assigned item.

10 33. The method of Claim 29, which includes the step of revealing that all symbols having an assigned item indeed have said assigned item when said player selects a symbol not having an assigned item.